# Mugen - Feature List

* Controls
  + 2 Sweet Spots on the screen
    - Movement:
      * Centred around the player character (PC)
      * Used for moving the PC
        + Run/Step left/right (swipe left/right, swipe distance determines the distance PC will travel)
        + Jump/Double Jump (swipe in any upward angle above the horizontal axis)
        + Ground Dodge/Air Dash left/right (tap/double tap on the PC's left/right side)
        + Air/Ground Recovery (tap on PC when PC is grounded or no longer controllable in the air)
    - Attacking:
      * 8 direction contextual attack input
        + Attack type depends on the direction in which the PC is facing VS the attack swipe direction.

EG: A downward left swipe while the PC is facing right will cause the PC to make a launching upward swing with the sword.

* + - * + Attacking while in the air will cause the PC to levitate in place within the air.
      * "Slash" techniques
        + Slash techniques are performed by drawing a gestural pattern within the Attacking sweet spot. A Slash technique is performed by the PC once a matching gestural pattern is drawn.
* PC Abilities
  + 2 Styles:
    - Sword: Fast attack speed, short reach, moderate attack power, high ground and air mobility, will flinch when attacked.
    - Long Sword: Slow attack speed, long reach, high attack power, low ground and air mobility, will not flinch when attacked while performing certain moves.
  + Ground Dodge
    - Evasive manoeuvre that enables the player to avoid attacks by dodging left or right.
      * Sword
        + Invincible during dodge animation.
        + PC travels over a moderate distance.
        + Short recovery time; vulnerable during recovery.
      * Long Sword
        + No invincibility during dodge animation
        + PC travels over a short distance
        + Longer recovery time
        + No flinching even when attacked during dodging sequence
  + Air Dash
    - Mid-air mobility manoeuvre that enables the player to briefly fly back and forth in the air.
      * The player can use the Air Dash twice after jumping but can only use it once if the player performed a Double Jump before.
    - Differences between Sword and Long Sword styles:
      * Sword style's Air Dash will have a moderate horizontal travel distance, fast travelling speed and the PC levitate for a short moment before accelerating downwards.
      * Long Sword style's Air Dash will have a shorter horizontal travel distance, slower travelling speed and the PC will immediately accelerate downwards after the Air Dash.
    - The Double Jump/Air Dash count will reset when the PC lands on a surface (including walls).
  + Double Jump
    - Mid-air mobility manoeuvre that enables the player to jump for the second time while in the air.
      * The player can only use the Double Jump once after jumping but can use it before or after the Air Dash.
      * The Double Jump/Air Dash count will reset when the PC lands on a surface (including walls).
  + Wall Jump
    - Platforming manoeuvre that enables the PC to jump from wall-to-wall. (Flick up and away from the wall the PC is facing to jump from wall)
  + Slash Technique
    - A Slash Technique is a special move performed by the PC after the player performs a gestural input.
      * Each Slash Technique will have a unique gestural pattern command.
      * Each Slash Technique will consume a certain amount of segments of the Slash Meter.
      * The player can only equip 3 Slash Techniques at one time at first via Slash Technique Slots; more Techniques can be equipped as the player progresses up the tower.
      * Usage of Slash techniques is dependent on the Slash meter.
        + Slash Meter: A meter that is initially divided up into 3 segments; more segments will be generated as the player progresses up the tower.
        + The amount of segments filled up determines which Slash technique is useable based on their Slash Meter consumption rate.
        + The player must inflict damage in order to fill up the Slash Meter, the fill rate proportional to the amount of damage dealt.

Using a Slash Technique will consume a number of segments of the Slash Meter.

* + Burst
    - A desperation technique that forces enemies away from the PC. Requires at least 3 segments of the Slash Meter to be filled and consumes 3 segments.
    - To activate Burst the player needs to triple-tap on the PC.
  + Clash
    - A Clash is when the PC's attack meets another enemy's attack which results in both characters reeling from the attacks bouncing off each other. The player is presented with 3 options in a Clash:
      * The player can wait for 0.5 seconds for the PC to recover.
      * The player can perform a Slash Technique without expending the Slash Meter.
      * The player can perform a Ground Dodge.
  + Jump Cancelling
    - All enemies (including bosses) are counted as surfaces and therefore players can jump off enemies, including bosses.
  + Lives
    - PC will start off with 3 lives; upon Death, the player can choose to end the game or use up one life to revive the PC on the spot and retain all upgrades and Slash Techniques.
* States
  + Flinch: A state in which the PC and enemies alike will enter when under attack. Each successful attack will cause the character to be momentarily locked in hit-stun. Some moves in the Long Sword style will bypass Flinch.
  + Knockback: Affected character will be involuntarily thrown backwards before recovering automatically; Knockback distance will vary according to the predetermined force of the affecting attack. Has short recovery period.
  + Knockdown: Affected character will be involuntarily knocked down onto the floor and will only automatically recover until it is at rest. The PC can perform a Recovery during Knockdown.
  + Launch: Affected character will be involuntarily thrown up into the air. PC can perform a Recovery **as it is descending from the apex of the Launch.**
  + Reel: Achievable by instigating a Clash between the PC and an enemy. Both characters will momentarily reel back after performing a Clash, during which the player can either wait for the PC to recover (after 0.5 seconds post-Clash) or perform a Slash Technique or a Ground Dodge.
  + Paralyse: Affected character will involuntarily freeze and be unable to move when afflicted with this state. Paralyse will last for 2 seconds for the PC, 3 seconds on enemies.
  + Death: Achievable by having the character's health reach 0. Affected character will no longer be controllable. Upon Death, the player can choose to end the game or use up one life to revive the PC on the spot and retain all upgrades and Slash Techniques.
* Stages
  + Forest: This is where players can practice on dummies placed strategically within this stage.
  + Tower levels:
    - There are 4 tower levels which will contain normal enemies. Players will need to eliminate all enemies in a level before progressing through to the next level.
    - Each 5th level will contain a boss enemy along with other normal enemies that will spawn indefinitely as long as the boss lives. Players will need to defeat the boss enemy in order to enter the Shrine Room.
    - There will be a variety of set pieces that will be designed and then randomly selected to generate a level each time the player progresses through a level. The level set pieces will be designed to make full use of the PC's abilities and to test the player's reflexes.
    - Traps will also be present in the levels. They will range from floor pikes to wall spikes.
  + Shrine Room
    - Accessed after the player has defeated the boss at every 5 levels. It will contain a number of functions as follows:
      * Restoration of a portion of the PC's health.
      * Unlocks a Slash technique upon entering.
      * Giving an opportunity to the player to choose between increasing:
        + Attack power
        + Defence power
      * Giving the ability to the player to customize which Slash techniques to use during battle.
    - Every 2nd Shrine Room will expand the PC's Slash Meter by 1 segment and Slash Technique Slots by 1 slot.
    - Every 2nd Shrine Room will also unlock 1 additional normal attack combo in the PC's moves list.
* Enemies
  + The game will have a variety of enemy types , each with their own individual abilities and attack patterns. Please note that the enemy types listed below are subject to change.
    - Grunt:
      * Shuffling movement speed
      * Very short reach
      * Only capable of simple arm swipes with long recovery
    - Sword:
      * Walking movement speed
      * Short reach
      * Capable of a single swing of the sword or a 3-hit combo at higher difficulties. Moderate recovery after each attack.
      * Capable of performing a bounding attack where it will leap forward from a distance and swing its sword down to attack. Will cause stagger.
    - Pike:
      * Walking movement speed
      * Long reach
      * Capable of single thrusts forward, upwards and downwards. Long recovery after each attack.
        + Able to stab through floors and other thin surfaces.
      * Capable of performing a rushing attack where it will dash forward and thrust its spear before retreating. Will cause knock back.
      * On higher difficulties it will also perform a short range backwards Ground Dodge to avoid close range confrontations.
    - Archer:
      * Walking movement speed
      * Extreme long reach
      * Capable of shooting forwards or at a 45 degree angle upwards or downwards. Arrows travel in a straight line and are not affected by gravity. Long recovery after each attack.
      * Capable of performing a backwards Ground Dodge to avoid close quarter confrontations.
      * On higher difficulties, it will attempt to perform a melee attack that will cause the PC to be Knocked Back and Paralysed.
    - Brute:
    - Flyer:
    - Burrowers:
* Bosses
  + Bosses will appear at every 5th level the player reaches.
  + There will be different boss archetypes ranging from human-sized to gargantuan, humanoid or otherworldly in nature.
  + Each type of boss will exhibit one or some aspects of the PC's abilities such as Ground Dodge, Burst or even their own Slash Techniques.
  + Each boss will have their own attack patterns, strengths and weaknesses. Said attack patterns, strengths and weaknesses will be scaled according the player's progress up the tower.
  + Bosses may appear again either as normal enemies at higher difficulties or as stronger versions at boss levels.
* Relics
  + Relics are items dropped by enemies at certain appearance rates upon Death. There are 4 types:
    - Red Relic: Temporarily boosts Attack Power.
    - Blue Relic: Temporarily boosts Defence Power.
    - White Relic: Restores an amount of health.
    - Gold Relic: Give the PC 1 extra life.
  + With the exception of White and Gold Relics, only one Relic can be active at one time; Picking up a Relic while another one is still active will cancel out the active Relic.
* Perma-death
  + Featured in Mugen's main gameplay mode. Upon death, if the player chooses to end the game all PC's upgrades and powers will be lost and will not be present on a new game.
* Game Modes
  + Mugen will feature a number of game modes which will include:
    - **Climb the Tower**: Mugen's main gameplay mode. The goal of this mode is for the player climb as many levels as they can up the Tower. The PC will have 3 lives at the start of this mode and upon its Death, the player can choose to revive at the cost of one life or end the game. If the player chooses to end the game (via lack of lives or pause menu), all previously attained upgrades and Slash Techniques will be lost and the player will have to unlock them again upon new playthrough.
    - **Time Attack**: The player's goal of Time Attack is to climb up a certain amount of levels as fast as they can. It will have Easy, Medium and Hard difficulty settings, all of which will scale enemy type, density, health and attack patterns and power accordingly as well as containing different amounts of floors to traverse (Easy: 10 levels, Medium: 20 levels, Hard: 50 levels); Shrines rooms are not present in this mode. The PC will exhibit and retain all upgrades and powers unlocked up to the last Shrine Room reached from the main game mode. The PC will also have 3 lives but will not gain any additional lives via Relics and will automatically revive upon Death. The player will receive a game over once all lives has been used up.
    - **Hardcore:** Similar to Climb the Tower except that the PC will not receive any upgrades or new Slash Techniques apart from the ones given at the start of this mode. Additionally, the PC will only have 1 life and Gold Relics will not drop from enemies.
* Leader Boards
  + The Leader Boards will display all performance rankings attained by all players under the following categories:
    - Climb the Tower:
      * Personal Best
      * Best Today
      * Best Ever
    - Time Attack:
      * Easy
        + Personal Best
        + Fastest Today
        + Fastest ever
      * Medium
        + Personal Best
        + Fastest Today
        + Fastest ever
      * Hard
        + Personal Best
        + Fastest Today
        + Fastest ever
    - Hardcore:
      * Personal Best
      * Best Today
      * Best Ever
* Achievements
  + Achievements are present in Mugen and are attainable after the player meets certain conditions. Achievements are used to unlock additional features such as new colour palettes for the PC or new Styles for the PC.